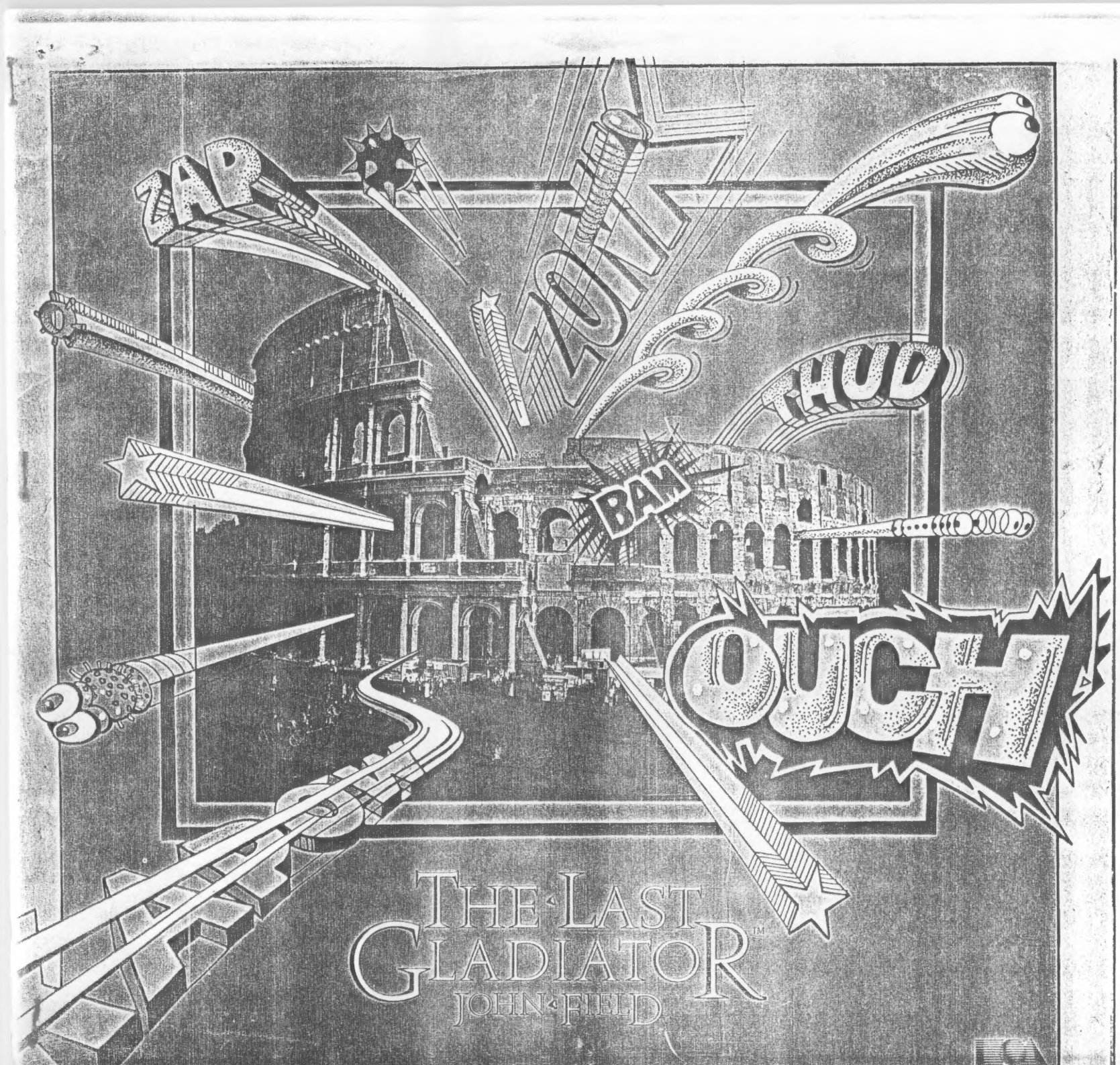
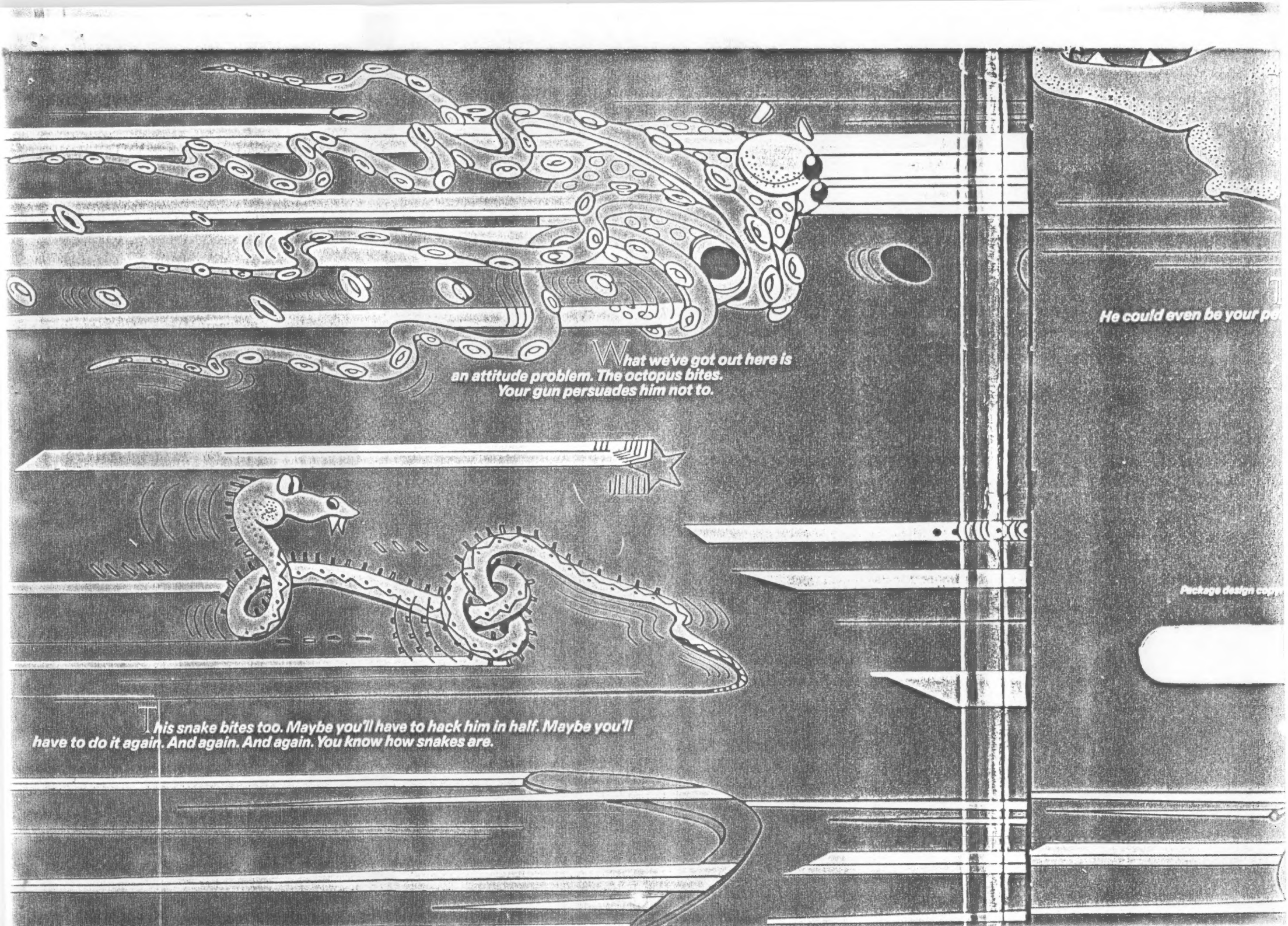
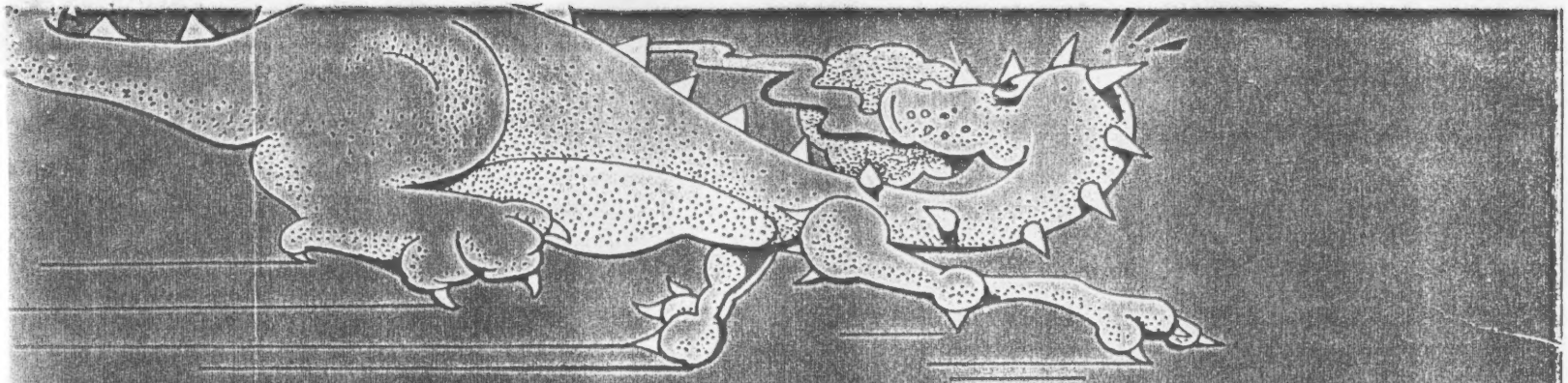

ZAP
ZOK
HUD
BAM
OUCH!
THE LAST GLADIATOR™
JOHN FIELD


What we've got out here is an attitude problem. The octopus bites. Your gun persuades him not to.
He could even be your pe
This snake bites too. Maybe you'll have to hack him in half. Maybe you'll have to do it again. And again. And again. You know how snakes are.



The fire lizard is like a big friendly-looking chameleon.
He could even be your pet. If he didn't have skillion-degree breath.

The Last Gladiator was designed, developed and programmed by John Field.
Package design and linernotes by Goodby, Berlin & Silverstein. Illustration by Chris Buchinsky.
Photo by Norman Seeff. Produced by Dave Evans.

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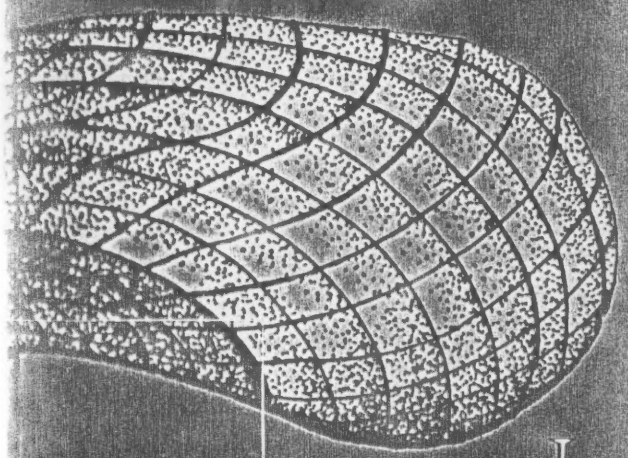
Some of the crowd is on your side. Some isn't. You'll know real fast who's who.

You stick them with this and you get three big holes. You don't want to be there to see what oozes out.

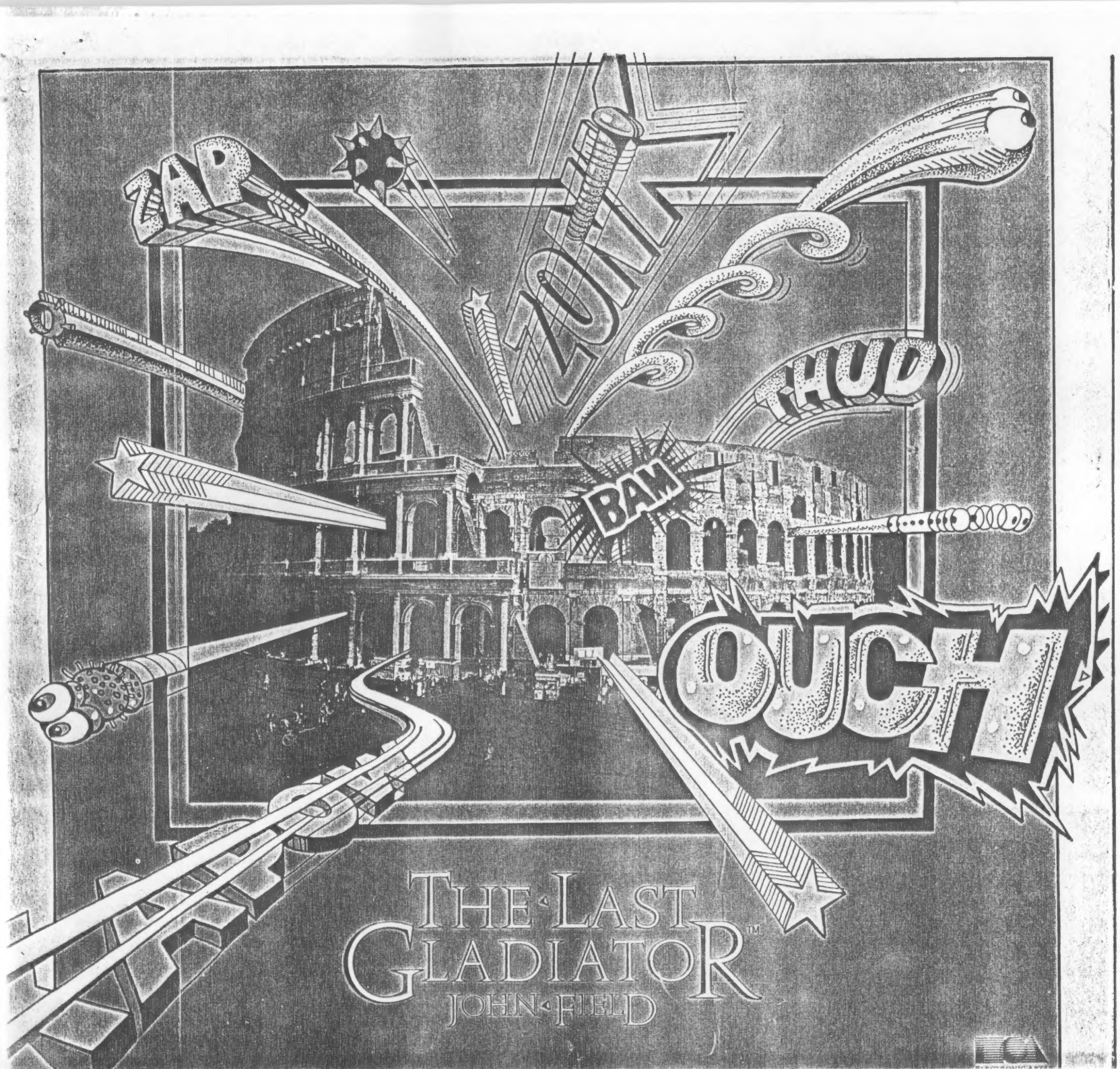
Do not laugh at Mordo the Spaz. He is not funny and just wants attention. Give him the right kind. Right between the eyes.

Ever try to throw a net? You will.



John Field is not scared of the snake. He's not scared of the vampire or the robot or, for that matter, the spider. Because even though these monsters' lives are short and filled with woe, they are grateful to John. He made them. They like him. That's the deal. That's how it is.

W


ZAP
ZOINK
HUD
BAM
OUCH
THE LAST GLADIATOR™
JOHN FIELD

THE LAST GLADIATOR **APPLE II, II+, IIe**

Number of Players – One
To Load – Insert the diskette in the disk drive and boot the computer.
To Select Level – Move joystick left and right to choose player and starting level, press the button to make selection.
To Start – Button or SPACE BAR
To Re-Start – CTRL-R returns game to title screen, press button to start again at same beginning level.
To Change Level – CTRL-L returns game to selection screen to change player and starting level.
To Pause – ESC freezes game action, begin again with SPACE BAR or the joystick button. Repeat ESC key to advance game action one frame at a time.
Sound – CTRL-S toggles sound effects on/off.
To Throw, Strike or Fire Weapon – Joystick button #0
To Throw Net – Joystick button #1
To Direct Strikes and Throws – Push joystick in one of the 8 directions you want.

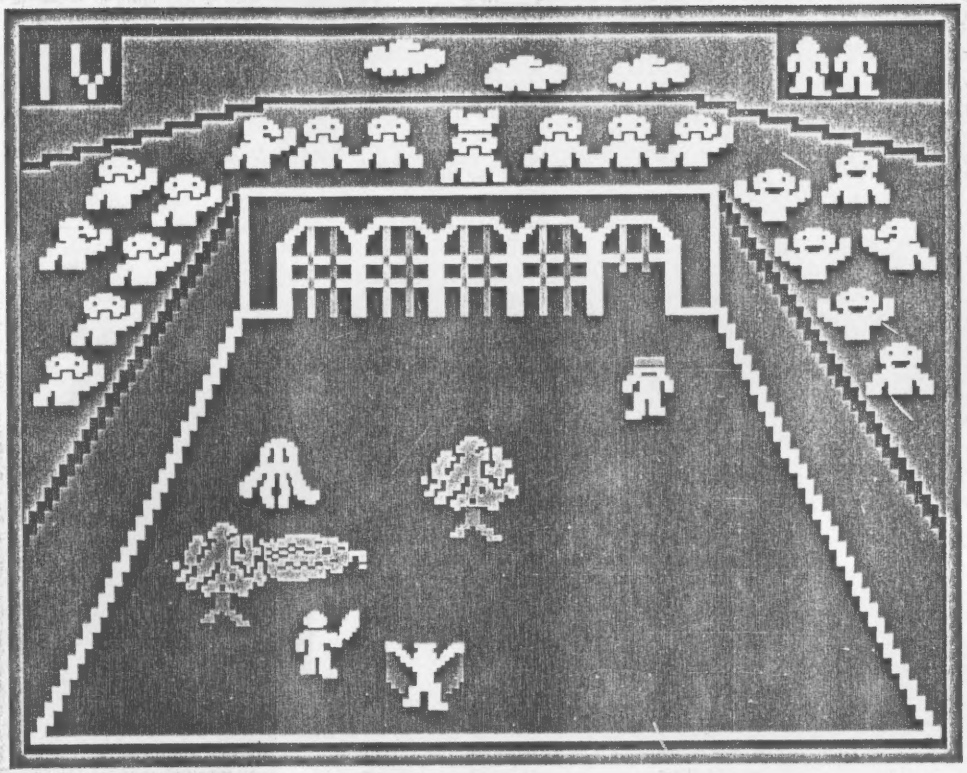
Notes:

- To repeatedly fire the gun from a standing still position, hold the button down and aim the joystick. To strike repeatedly with the club, javelin or trident, press and release the button for each hit.
- There are 8 separate game levels. After level 8, the game returns to level 5, with more monsters, and continues to cycle.
- Apple IIe owners, boot and play with CAPS LOCK key locked down.

How to Read Roman Numerals: 1 (I), 2 (II), 3 (III), 4 (IV), 5 (V), 6 (VI), 7 (VII), 8 (VIII), 9 (IX), 10 (X), 20 (XX), 30 (XXX), 40 (XL), 50 (L), 60 (LX), 70 (LXX), 80 (LXXX) 90 (XC), 100 (C).

ELECTRONIC ARTS™

THE COLISEUM



UH-OH —

Okay. Fine. You tried to be nice. But now these goons are pressuring you. When that vampire turns into a bat (he does that), he's going to be tough to kill with a club. The octopus is about to swim the lagoon and you don't want to be there when he does. And you've just gotten a surprise visit from this robot and his pesky death beam. Now what? Well, that's what keeps this interesting. Along with a few other things:

tight!

You can be a girl gladiator. Or a boy gladiator. But not a monster. (Monsters should not buy this game.)

CHOW!

There are nasty, biting snakes down here. Looks like you'll have no choice but to cut them into lots of tiny, wriggling pieces.

KICK!

There are spiders too. And vampires. And bats. And fire lizards. And Mordo the Spaz.

WHO?

Careful. He who laughs at Mordo the Spaz soon eats Aimlessly Flailing Death.

ZAP!

What happens to you if you're not good. But there are a lot more where you came from. Have a nice day.

POW!

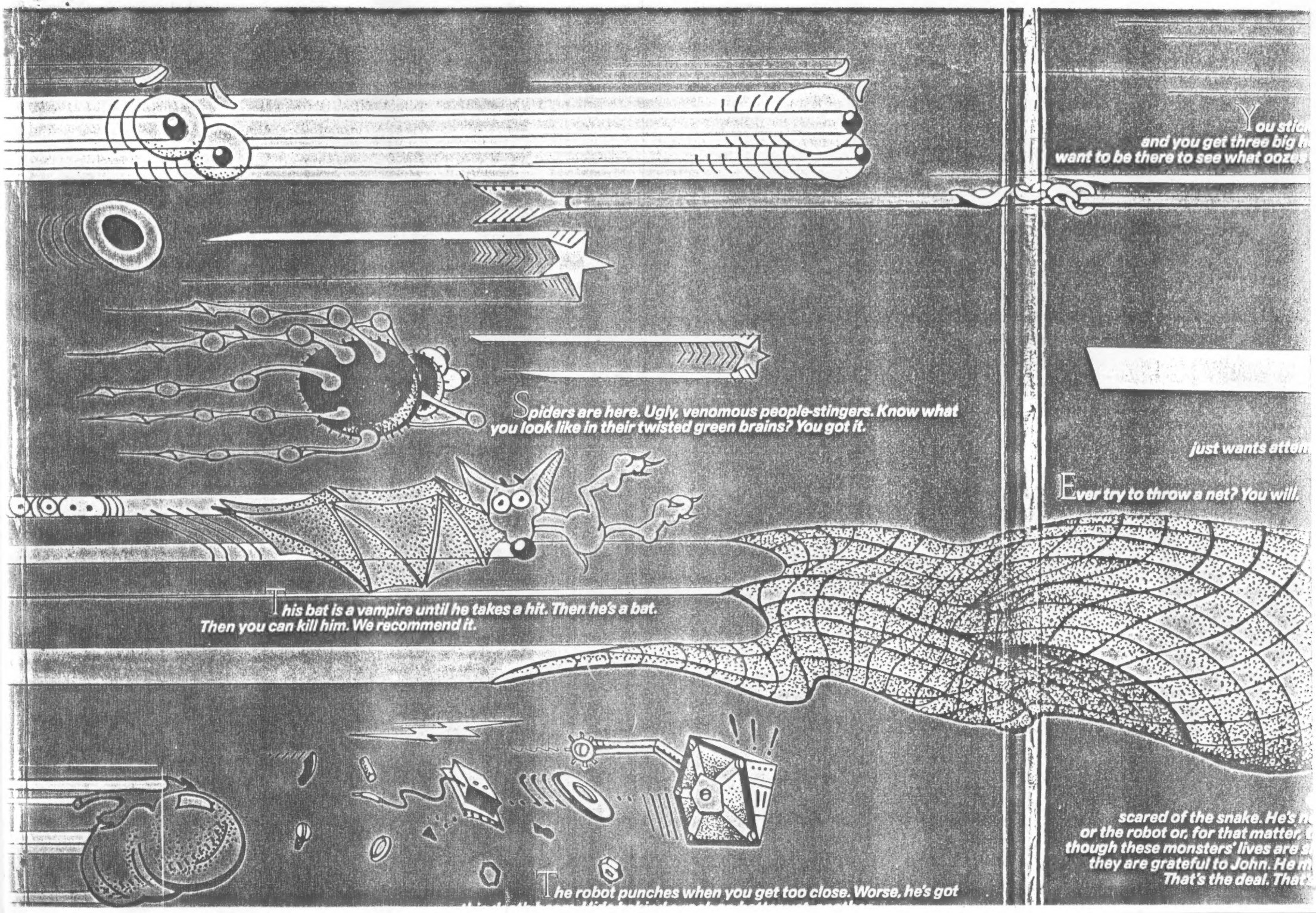
Now for the good news. Sometimes we give you a gun. Then again, sometimes we give you a boomerang. Or a javelin. Or a trident. Or a club. Or even a net. (When you're doing the job with just a club and a net, you start appreciating strategy.)

$/.¢* !!#

The longer you last, the tougher it gets. But look on the bright side. You can stop for a sandwich. These monsters are in here for good.

ELECTRONIC ARTS™

ABOUT OUR COMPANY. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a


Spiders are here. Ugly, venomous people-stingers. Know what you look like in their twisted green brains? You got it.
This bat is a vampire until he takes a hit. Then he's a bat. Then you can kill him. We recommend it.
The robot punches when you get too close. Worse, he's got
You stic
and you get three big h
want to be there to see what oozes
just wants atten
Ever try to throw a net? You will.
scared of the snake. He's n
or the robot or, for that matter,
though these monsters' lives are s
they are grateful to John. He m
That's the deal. That